p21334.a04.doc

AMENDMENTS TO THE CLAIMS

1. (Currently amended) A game apparatus, which can execute a game in accordance with a game program, comprising:

a display controller that displays, in a first display area, ~~within~~ a game field [[,]] and a position of a player's character moving in said game field and, in a second smaller display area, separately displays a larger predetermined area of game field around said player's character; and

a recognizer that recognizes a target position of said player's character, which is fixed in said game field, and a position of said player's character within said game field,

wherein, when said target position of said player's character cannot be displayed in the predetermined area around said player's character of the second display area, said display controller displays an indicator for indicating a direction to said target position, the indicator being located in the vicinity of an edge of the second display ~~screen of the predetermined~~ area ~~around player's character~~ in accordance with a recognition result by said recognizer.

2. (Original) The game apparatus according to claim 1, wherein said indicator has periodically changing brightness.

p21334.a04.doc

3. (Currently amended) The game apparatus according to claim 1, wherein said display controller displays, at least in a part of a game screen, said position of said player's character within ~~both~~ said game field <u>of said first display area and</u> <u>said second display area</u> ~~and said predetermined area around said player's~~ ~~character~~.

4. (Currently amended) A game control method for a game apparatus, which can execute a game in accordance with a game program, comprising:

displaying, <u>in a first display area,</u> ~~within~~ a game field [[,]] <u>and</u> a position of a player's character moving in said game field and, <u>in a second smaller display</u> <u>area,</u> separately displaying a <u>larger</u> predetermined area <u>of game field</u> around said player's character; and

recognizing a target position of said player's character, which is fixed in said game field, and a position of said player's character within the game field, and displaying, when the target position of said player's character cannot be displayed in the predetermined area around said player's character <u>of the second</u> <u>display area,</u> an indicator for indicating a direction toward said target position, the indicator being displayed in the vicinity of an edge of said <u>second</u> display ~~screen~~ ~~of the predetermined~~ area ~~around said player's character~~ in accordance with a recognition result of recognizing the target position.

3

p21334.a04.doc

5. (Original) The game control method according to claim 4, further comprising periodically changing the brightness of the indicator.

6. (Currently amended) The game control method according to claim 4, wherein the displaying comprises displaying, at least in a part of a game scree~~n~~, said position of said player's character within ~~both~~ said game field of the first display area and second display area ~~and said predetermined area around said player's character~~.

Claims 7-9 (Canceled)

10. (Currently amended) A computer readable recording medium, which can be read by a game apparatus for executing a game in accordance with a game program, comprising:

a display control program ~~array~~ for displaying, in a first display area, ~~within~~ a game field [[,]] and a position of player's character moving in said game field and, in a second smaller display area, separately displaying a larger predetermined area around said player's character; and

a recognition program ~~array~~ for recognizing a target position of said player's character, which is fixed in said game field with the advance of said game, and a position of said player's character within said game field,

4

p21334.a04.doc

wherein, when said target position of said player's character cannot be displayed in the predetermined area around said player's character of said second display, said display control program ~~array~~ displays an indicator for indicating a direction toward said target position in the vicinity of an edge of said second display ~~screen of the predetermined~~ area ~~around said player's character~~ in accordance with a recognition result by said recognition program ~~array~~.

11. (Original) The computer readable recording medium according to claim 10, wherein said indicator displays periodically changing brightness.

12. (Currently amended) The computer readable recording medium according to claim 10, wherein said display control program ~~array~~ displays, at least in a part of a game screen, said position of said player's character ~~both~~ within said game field of the first display area and the second display area ~~and said predetermined area around said player's character~~.

13. (Previously presented) The game apparatus according to claim 1, wherein said display controller further defines a display magnification of the predetermined area around said player's character based on said character's position.

p21334.a04.doc

14. (Previously presented) The game control method according to claim 4, wherein the displaying further defines a display magnification of the predetermined area around said player's character based on said character's position.

Claim 15 (Canceled)

16. (Previously presented) The computer readable recording medium according to claim 10, wherein said display control program further defines a magnification of the predetermined area around said player's character based on said character's position.

6